

A VIDEO GAME CARTRIDGE FROM
THE PARKER BROTHERS

FROGGER II THREEEEDEEP!™

FOR ATARI 5200® GAME SYSTEM

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Look who's resurfaced in an all new adventure. It's Frogger! Three distinctly different screens take our fearless frog on another somewhat bound journey, but this time it's underwater, over water, and through the air! Frogger must swim against strong currents, elude over-sharks and buoys, witness snapping tarantula dies, spring from about 1500 feet to high flying birds and so much more. So, Frogger lovers, kiss your life pads good-bye and get out for some fast and frantic fun!

SETTING THE CONSOLE CONTROLS

- 1 Place the cartridge firmly into the cartridge slot
- 2 Since this is a one player game, plug a joystick controller into the #1 jack.
- 3 Press the POWER ON/OFF button
- 4 Press * to choose either the joystick or keypad option as indicated at the top of the screen.
- 5 Press # to choose to begin at either Level 1 or Level 3 as indicated at the top of the screen.

- 6 Press START or RESET to begin

At any time during the game you may start over again by pressing START or RESET. If you wish to start over with new game options, press either * or #

THE JOYSTICK CONTROLLER

Using the joystick option:

The joystick controls Frogger's movement forward, backward, left or right. To hop Frogger in these directions, press either (or both) between FIRE buttons when you tilt the joystick in the desired direction. Don't keep the FIRE button pressed down.



Using the keypad option:

The diagram shows which keypad button to press in order to hop Frogger in the desired direction.



ONLY ON THE
FROGGER II
CARTRIDGE

OBJECT

To get Frogger safely into the required number of home berths. Home berths are dispersed among the three different screens: underwater, on the water's surface, and in the air. In Level 1, for instance, there are five home berths: three in the underwater screen, and one each in the surface and air screens. Frogger **could** not reach any of the home berths in one screen before he goes to the next. As you'll see, Frogger may travel from one screen to another without loss of life. To advance to a higher difficulty level, however, Frogger must fill all open berths in each of the three screens.

There are bonus points to be had in each screen, too. But you'll collect them only if you take Frogger to an open berth on that same screen.

PLAYING

In the game, Frogger has five lives. Remaining lives appear in the form of frogs at the bottom of the screen. The remaining number of berths to be filled appears at the top of the screen. Frogger's got a time-band to watch out for, too. If he doesn't make it to a berth by the time the band runs down, it's bye-bye, Frogger. Before this happens, however, you'll hear a warning sound and see the band at the top of the screen turn red. When Frogger loses a life, he returns to the first screen with his remaining lives.

SCREEN 1: UNDERWATER FROGGER

Deep-down: Frogger knows he's got his work cut out for him on this last leg of the journey. Here's what Frogger should know as he tries to reach the logberths at the top of the screen:

Alligators and snapping turtles: In a word—dandy! Don't touch any part of them!

Floating off screen: Floating off screen will finish Frogger off is a fishy, so be careful about drifting in the strong current!

Little fish and tiny fish: These creatures aren't nearly as tasty as their neighbors. They won't hurt Frogger, but they can make it a bit more difficult for him to reach the logberths.

Joe the diving turtle: Joe is pretty mean to frogs. When he grabs Frogger, a big hole on his back. Frogger is safe from everybody else. Also, when he's with Joe, Frogger can't be hurt by diving-off screen. The two of them will wrap around to the other side.

Bubbles: Catch the air bubbles that float up from the bottom, and you'll earn bonus points. Remember that the bonus points count only if Frogger gets home on this screen!

Lazy the eel: In all levels except Level 1, Lazy the eel blows the bubbles from the ocean floor. Which, out between Lazy can't remember! you!

Getting to the surface: Frogger can reach the next screen in two ways:

- a) By jumping into a log berth that's already filled
- b) By jumping onto the ends or wooden underside of any log

Remember: You do not have to fill any of the log berths in order to reach the next screen.

SCREEN 2: SURFACE FROGGER

Frogger can't swim very well on the surface. So the only way he can make it to the life preserver berth is to hop from one creature or object in a row to another in the next row.

If Frogger falls into the water, he sinks all the way down to the bottom of the underwater screen without loss of life. Remember, however, he may lose valuable time!

Logs: Logs always make safe passage.

Lily pads: Lily pads are valuable, pass on and you earn bonus points each time you do. (The bonus points count only when you take Froggie home on that screen.) The lily pad disappears when you leave it.

Alligators: Alligators are as harmless as logs.

Baby ducks and Mama Duck: Baby ducks are happy to give Frogger a lift. (But don't let Mama Duck catch him at it, or she'll come after him!)

Hippos: Hippos mean well. They're perfectly safe to ride on, but in higher levels, they like to shake. If Frogger is on board when they start, it's into the drink for our fearless friend!

Whales: Take a ride on a whale. It's fun! But if it dives under the water, Frogger goes!

Turtles: Frogger is perfectly safe riding turtleback. Turtles have no tricks up their shells.

Sharks: In higher levels, sharks start to hilly-pod. Frogs beware when you hear the shark warning!

Tugboat: Try not to let the tugboat. It's the life preserver! But Frogger is heading for...

Floating off screen: Don't let this happen!

Super bonus points: Can you discover how to earn them?

Getting into the air: The only way to get airborne is to jump onto Mama Duck who flaps her wings and flies Frogger there. Just remember that she won't do Frogger this trick when he's riding with her babies!

SCREENS: WINNING FROGGER

In this screen, our hero finds himself on a large cloud. This cloud has a lot of spring, so start bouncing Frogger up and down, holding the joystick UP to bounce higher and higher. **DIAGONALLY** to bounce sideways and **DOWN** to stop bouncing. (If you're using the joy stick option, you don't need to use the **FIRE** button to bounce on the cloud. If you're using the keypad option, you must press the **FG** button each time you want to bounce higher (the **FE** or **FB** buttons jump diagonally, the **FB** button is stop bouncing.) The trick is to hop onto a land, then keep hopping from row to row until Frogger reaches the cloud bank.

Butterflies: Yum! Frogger loves to eat butterflies and each time he does, he receives bonus points (and keeps them when he makes a home on that screen). He pays a certain price for it, though. (Increase for each butterfly he gobbles, a hole opens up for nothing in the cloud—a hole that Frogger might fall through.)

In higher levels (about 100), the beautiful black butterfly appears. (Beautiful nobody's snack, so stay out of her way!)

Clyde the flying dragon: Because Clyde loves those party like butterflies, he stays close by to protect them. He doesn't do this for Frogger, so don't run into him.

Birds: All of the birds are glad to give Frogger a ride. If Frogger should miss a connection and fall, he may be caught by a bird, unless, of course, he falls through a hole.

The Airplane: In higher levels, an airplane appears at the top of the screen. Stay away from it! Little frogs are not meant to ride airplanes.

The Start: Every 10,000 points, a star appears at the top of the screen. If Frogger hops a ride with one, what does he get? Why, a baby frog, of course! The baby frog gives Frogger another chance to stay in the game. **Flying or bouncing off screen:** Don't let this happen!

Falling through a hole in the cloud: If Frogger falls onto a frog, he ends up in the surface screen. If Frogger falls into the water, he ends up in the under-water screen.

DIFFICULTY LEVELS

As the game progresses from level to level, the speed and density of obstacles increase, making the game more and more challenging. There are nine levels in all.

END OF GAME

The game ends when Frogger loses his last life. To play again, press START or RESTART.

SCORING

Reaching a home berth	1000 points
Advancing a row	15 points
Time remaining	30 points per second

Bonus points:

Jumping off a fly pad	25 points
Eating an air bubble	100 points
Eating a butterfly	100 points

Note: Bonus points are collected only when Frogger reaches a home berth on that same screen.

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